Armored Toolkit 0.3.2
KEYMAP OVERRIDES

Maya Navigation

Rotate	**Alt LMB***	Zoom	**ALT RMB**
Pan	**Alt MMB**		

*Activates with **Drag** instead of a **Press** event, otherwise it will conflict with Blender's default **ALT LMB Press** for selecting loops. If that wouldn't bother you, feel free to edit the addon code to use the more responsive **Press** event.

```python
class MAYA_NAVIGATION(keymap_utils.KeymapGroup):
    def register(self):
        self.km = kc.keymaps.new('3D View', space_type='VIEW_3D')

        self.add('view3d.rotate', 'LEFTMOUSE',   'CLICK_DRAG', alt=True)
        self.add('view3d.move',   'MIDDLEMOUSE', 'PRESS', alt=True)
        self.add('view3d.zoom',   'RIGHTMOUSE',  'PRESS', alt=True)
```

Loop Selection

Select Loop (Set)	**Double LMB**	Select Loop (Subtract)	**Ctrl Double LMB**
Select Loop (Add)	**Shift Double LMB**		

Focus Selected with F

Outliner View Selected	**F***	Node Editor …	…
Object Mode …	…	File Broser …	…
Mesh …	…	Dopesheet …	…
Curve …	…	NLA Editor …	…
Graph Editor …	…	Sequencer …	…
Image …	…		

*Note that certain modes like Sculpt or Vertex Paint are included in this override. See the dedicated **Zbrush Sculpting** override if you're interested in activating View Selected with **F** in those particular modes.

Deselect with Ctrl

Object Mode Deselect		**CTRL LMB**
Mesh …		…
Curve …		…

Transform with Gizmos

Move Tool	**G**	Rotate Tool	**R**
Scale Tool	**S**		

Allow Gizmo Click

Gizmo Tweak (use gizmo)	**LMB (Press)**

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Operator Hotkeys (Window)

Open Preferences	**Ctrl ,**	Reload Scripts	**F5**
Open Most Recent	**Alt Shift R**		

Operator Hotkeys (3D View)

Toggle Wireframe	**Shift W**	Autosmooth	**Ctrl Shift A**
Toggle Overlays	**Alt W**	Zoom Border	**Ctrl Shift F**
Toggle Move Tool	**W**	Zoom Border	**Button4 Mouse**
Toggle Cavity	**Alt C**	Paint Select	**Hold Q**
Cycle Cavity Type	**Alt Shift C**	Select Pie	**Double Q**
Subdivide	**Ctrl D**	Redo Last	**T**
SubD Level Up	**PgUp**	Isolate Selected	**/**
SubD Level Down	**PgDown**		

Operator Hotkeys (Object Mode)

Delete	**X**	Export FBX*	**Ctrl E**
Move to Collection	**Shift N**		

*Exports an FBX of your selection (with applied modifiers) to the Desktop, without prompting for any export settings.

Operator Hotkeys (Mesh)

Loopcut	**C**	Select Adjacent	**Shift Home**
Connect	**Shift C**	Select Adjacent	**Ctrl Shift Scroll Up**
Smart Bevel	**B**	Select Linked Flat	**Shift F**
Bridge	**Shift B**	Make Face	**Alt F**
Select Edge Ring	**Alt R**	F2*	**Alt F**
Move Along Normals	**Alt S**	Extract Selected	**Ctrl Shift D**
Extrude Along Normals	**Alt E**	Duplicate Selected	**Ctrl Shift E**
Custom Orientation	**D**	Align Verts	**Shift V**
Fast Crease	**Shift +**	Fast Crease	**Shift Button5* Mouse**
Fast Uncrease	**Shift -**	Fast Uncrease	**Shift Button4* Mouse**
Region to Loop	**Alt 5**	Region to Loop	**Button5 Mouse**
		Continues in the next page…	

Operator Hotkeys (Mesh)			
…continued			
SubD in Edit (Off)	Alt 1	Center Verts in X	Ctrl Alt X
SubD in Edit (Cage)	Alt 2	Center Verts in Y	Ctrl Alt Y
SubD in Edit (On)	Alt 3	Center Verts in Z	Ctrl Alt Z
SubD Level 0	Ctrl 0	Select Linked	Alt Double LMB
SubD Level …	Ctrl …	Select Grow	Shift Scroll Up
SubD Level 9	Ctrl 9	Select Shrink	Shift Scroll Down

Operator Hotkeys (Curve)		
Pick Shortest Path	Ctrl Shift LMB	

ZBrush Sculpting			
ZBRUSH NAVIGATION NOT INCLUDED			
Brush Size	S	Clay Strips	1
Brush Strength	Shift S	Clay	Alt 1
View Active	F	Draw Sharp	2
View All	Alt F	Draw	Alt 2
Toggle Wireframe	Shift F	Scrape	3
Switch Object	Q	Flatten	Alt 3
Switch and Frame	Double Q	Grab	4
Remesh	Ctrl R	Snake Hook	Alt 4
Subdivide	Ctrl D	Crease	5
Toggle Silhouette	V	Inflate	Alt 5
Translate	G	Invert Stroke	Alt

Zbrush Sculpting (using Zbrush names)*			
Brush Size	S	Clay Buildup	1
Brush Intensity	Shift S	Clay	Alt 1
View Active	F	Dam Standard	2
View All	Alt F	Standard	Alt 2
Toggle Wireframe	Shift F	Trim Dynamic	3
Switch Subtool	Q	Flatten	Alt 3
Switch and Frame	Double Q	Move	4
Dynamesh	Ctrl R	Snake Hook	Alt 4
Subdivide	Ctrl D	Crease (brush)	5
Toggle Silhouette	V	Inflate	Alt 5
Translate	G	Invert Stroke	Alt

This table is a duplicate of the one before it, but it's using Zbrush terminology in case you're more familiar with that software.